

BOULDERS and BOMBS



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CBS Software

SETTING UP YOUR COMPUTER

1. Hook up your computer following manufacturer's instructions.
2. Insert the game cartridge into the cartridge slot.
3. Plug your joystick into the #1 port for the one-player format; port #2, #3, and #4 for the multi-player format.*
4. Turn on your TV set and adjust volume.
5. Turn on your computer.

Program ©1983 Kay Enterprises Co.
Program created and written by
Torre Meeder and Dr. Keith Dreyer.

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OBJECT

To QUICKLY clear a tunnel through an alien underground by which your intrepid team of spelunkers can pass to safety.

TO BEGIN PLAY

Press fire button and “Quadrant 1” screen will appear, press button again and “Use Joystick” screen will appear, press again, “Quadrant 1” screen will appear, then game play begins. Or you can just wait a few seconds and Title screen will automatically move to “Quadrant 1” screen then to game play.

You will automatically start at Quadrant 1. To preselect a higher level, press the computer “select” button then move the joystick to the right; to decrease, move the joystick to the left, then press the fire button to begin play.

Note: To pause the game, press “space” bar; to resume play, press trigger on joystick.

Trapped beneath a hostile alien planet surface, you must control your rotating auger to clear a tunnel through which your three spelunkers can escape. Barring the malevolent Alien Bird Creature and its brood of Probe Birds, even I could do it. But these Probe Birds continually search the tunnels, attempting to block you in with mean green fungus, and if that doesn't paralyze you, their deadly nuclear rods are released to complete their mission! Oh yes, one more oh-no! You have only one alien day/night to make your escape. And as you read, the sun is beginning to rise . . .

QUADRANTS

There are 15 Quadrants (levels of play) as you begin your challenge. If you make it through the difficult 15th Quadrant, 84 more Quadrants are open to you—that's a total of 99!

At the start of each Quadrant, your rotating auger is stationed at the left of the underground. Just behind it is your first spelunker awaiting his chance to escape to safety. At the opposite side of the underground is the escape tunnel through which your spelunker must pass.

As play begins, the alien sun will rise and set, moving left to right on the screen. As soon as the sun sets, the moon rises and sets. This sequence constitutes one alien day and night. And very little time.



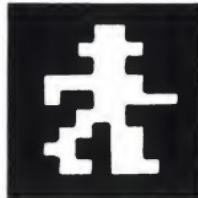


ROTATING AUGER

Control your rotating auger to clear an unobstructed tunnel from left to right so your spelunkers can escape. Your tunnel only has to be wide

enough to allow the spelunker to pass through. Use the joystick to control the direction of the movement. Push the fire button to determine which of the two, spelunker or auger, is in active control. (The inactive element will dim from white to gray.)

When boring through soft earth, the auger moves at a normal pace. A boulder or green fungus slows it considerably. BE CAREFUL not to chew up your own man with the auger.



SPELUNKERS

Three spelunkers depend on you to pass them through the escape tunnel. Each is moved one at a time with the joystick. The second and third spe-

lunker cannot be brought into play unless you have moved the preceding man from the left of the screen to the right and out the exit, or the preceding man was destroyed.

You have one alien day/night in which to move each spelunker from left to right. More time means a dead spelunker. When one man reaches the exit, or is eliminated along the way, the next moves into play and another day/night cycle begins.

After all your spelunkers have escaped, you'll automatically move up to the next level of play. At the successful completion of every five successive Quadrants, you will gain one bonus spelunker. Hot Shots stand to gain five.



ALIEN BIRD CREATURE

Enter the Alien Bird Creature, atmosphere left. Immediately, it releases three Probe Birds. In Quadrants 2 through 99,

the Creature will also periodically bombard the underground with pairs of deadly magna-titanium rods and block your path. Since these rods are dropped at random, they may strike and destroy a Probe Bird. But before you breathe a sigh of relief, the Bird Creature may release a replacement Probe Bird.



ALIEN PROBE BIRDS

Three drones move about the atmosphere randomly inserting their fungus injectors into the subsurface area in hopes of locating and destroying you. *In the multi-player format, additional players join in for only one purpose—to control Probe Birds. Since there are 3 Probe Birds, 3 additional players can join in the game.



BOULDERS

Scattered about the underground are granite boulders. The higher the level of play, the greater number of boulders you have to contend with. As you might expect, drilling through them with your auger slows you down quite a bit.



BOMBS

Blast boulders in your path—BOOM! Create new tunnels—BOOM! Kill a Probe Bird—BOOM! The number of bombs your spelunker gets is the number you see in the center bottom of the screen. You won't actually see the bombs you possess until your spelunker detonates them, but you can count on five at the start of any Quadrant. And receive an additional bomb upon the successful completion of each Quadrant. Now that your spelunker has bombs, to detonate one, quickly turn your

joystick in a complete circle (clockwise) and BOOM!



BONUS BOMBS

Plus—a blue bonus bomb wanders about each Quadrant. It's only visible in an area which has been

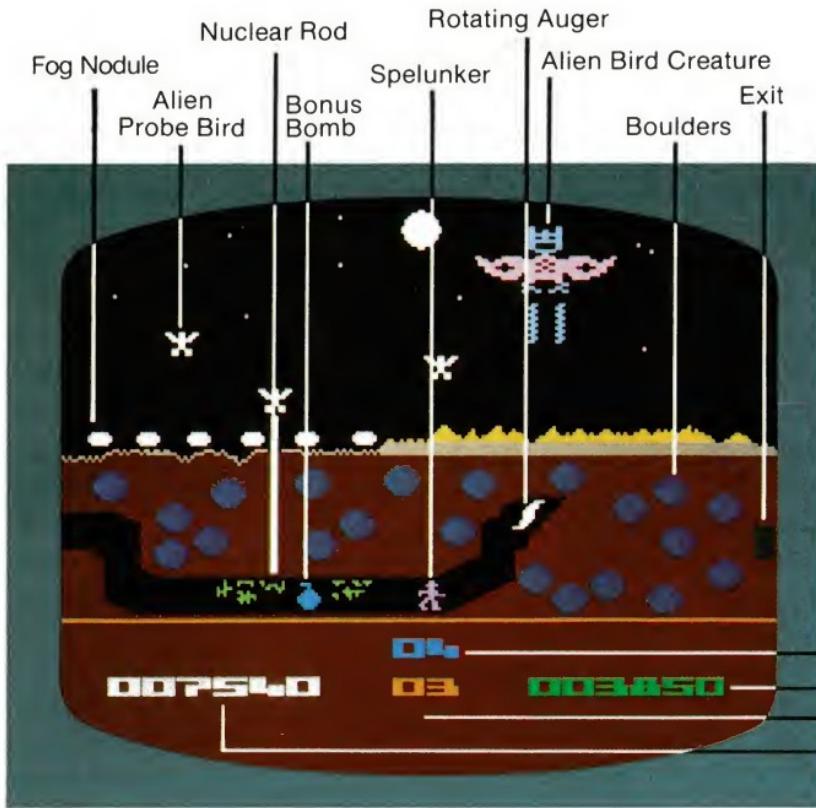
cleared. If your spelunker can touch it, he owns it, and can detonate it. Ten seconds after he gains possession of it, a new bomb appears. You can accumulate as many as 99 bombs in your arsenal.

NUCLEAR RODS

Watch out for the Probe Birds' nuclear rods. They're dropped randomly and if they strike you, you're dead. Also, these rods penetrate underground areas where openings occur and release deadly fungal tablets which kill on contact. Otherwise, these tablets spray the tunnel with creeping green fungus. Once the fungus is formed,

your escape route is blocked and must be drilled through by your auger or side-stepped by your spelunker. If the rod strikes a granite boulder or mass of previously injected fungus, the rod's penetration is s-l-o-w-e-d d-o-w-n. If a rod strikes a fog nodule at the surface level, it retracts. Watch closely. Panic accordingly.

To kill a Probe Bird: Wait until it drops a nuclear rod, then deposit a bomb close enough to the rod to make sure the explosion will touch the injector. The detonation must occur before the injector is released by a Probe Bird. If successful, the injector will retract upward and blow up the Probe Bird—BOOM!



GAME'S OVER!

The game ends when all of your spelunkers are destroyed. At that point, a Top Ten Score display appears upon which a player may enter up to seven identifying alphabetic characters if his score is among the Top Ten.

SCORING

Point scoring is based upon how long it takes you to move a spelunker to the escape tunnel.

When play begins, the Potential Score display in the right hand corner shows your potential score per man at the start of the day/night time frame. This point total will continually decrease by 10 points as the day/night passes. The potential point display will recycle to its start number when a spelunker is eliminated, or you have gotten a man through to safety, or you advance to the next Quadrant.

When you successfully move a man through the escape tunnel, the potential number of points then shown are transferred to your Player Score display in the left corner of the screen.

Quadrants are distinguished by an increasing number of potential points to be scored. Quadrant 1 allows a maximum of 1,000 points per man, Quadrant 2, 2,000

points and so forth, up to Quadrant 10 with 10,000 points which is the maximum you can receive.

2-3-4 PLAYER VERSION

Up to 3 more players can join in, to control the Probe Birds! First, plug your joysticks into ports #2, #3 and #4 for the multi-player format. Next, press the button on your individual joystick, and see one Probe Bird freeze and change color. That's the one you control. Move joystick left and right, up or down. (As soon as you stop moving the joystick, the computer takes over.)

Now, use your joystick to maneuver your Probe Bird as close to the surface as possible, then pull joystick towards you and a nuclear rod will begin its descent. When its tip reaches a tunnel, release joystick and rod will drop from bird and begin spreading its green fungus in the tunnel. If you decide against dropping the rod, push joystick away from you and rod will retract.

OTHER DISPLAYS

Game status is shown in the “window” at the bottom of the screen. Displays include a running Player Score total on the left, a Potential Score on the right; and Quadrant number in the upper center. The spelunkers yet to be moved to safety are shown just above the Player Score. Those already safe are shown just above the Potential Score.

STRATEGY HINTS

1. Keep your auger close to your spelunker since you'll need to clear your tunnel of granite and fungus often.
2. An overhead tunnel can catch the fungus, making it easier for you to escape through a second tunnel.

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CBS Software
601 Doremus Ave.
Newark, NJ 07105

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